STAG

RULEBOOK

OVERVIEW

QR

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STAG follows the life cycle of beetles — a game of planning and resource management, culminating in a social deduction showdown where you can lose it all if you're too greedy!

STAG is a 1–4 player game. Players plan their actions using their action tiles, then resolve them simultaneously. The aim is to score the most points by progressing your beetles through their life cycle. Once two or more beetles reach the final stage, a showdown is triggered! After five showdowns points are totted up to determine the winner.

There are three main stages in a beetle's life: starting as a grub, developing into a pupa, and finally becoming a beautiful beetle. These stages are represented by the concentric rings of the board, and each stage requires specific resources to progress.

WAYS YOU'LL SCORE POINTS

CARDS
Playing beetle cards earns the points shown in the gold diamond.

TRAIT TRACKER
Advancing on trait tracks can earn you bonus points. There are three main traits, mandibles, colouring, and wingspan.

OBJECTIVES
Completing personal objectives, card objectives, and set collections!

TOKENS
Gaining point tokens during gameplay.

GAME COMPONENTS

20 ACTION TILES
(5 per player)

4 ACTION MATS
(1 per player)

GAME BOARD
(4 layers)

24 PUPA TRAIT TOKENS

BEETLE CENTREPIECE

8 CARD MATS
(2 per player)

16 CARD MAT TOKENS
(4 per player)

8 GRUB TOKENS
(2 per player)

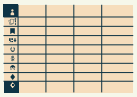
8 PUPA TOKENS
(2 per player)

8 BEETLE TOKENS
(2 per player)

42 BEETLE CARDS

12 PLAYER AIDS

8 OBJECTIVE CARDS



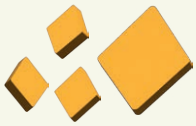
SCORE SHEETS

4 SHOWDOWN TOKENS
(1 per player)

TRAIT TRACKER
(3/4 per player side and a 1/2 player side)

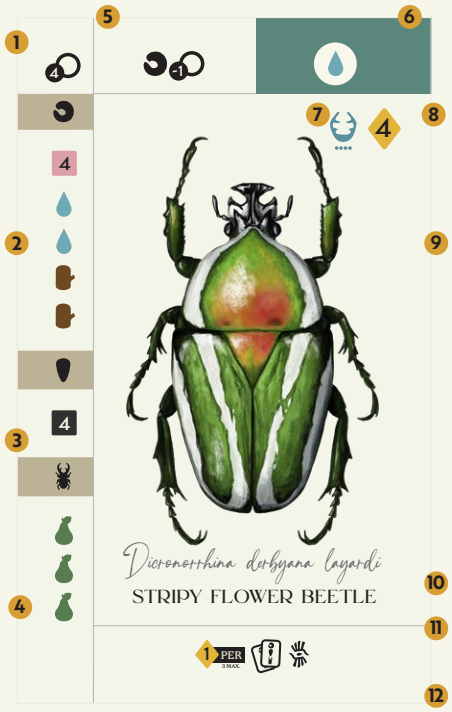
16 TRACKER MARKERS
(4 per player)

RESOURCE TOKENS
(20 Fruit, 20 Sap, 20 Nectar, 20 Water, 20 Wood & 60 Egg tokens)



POINT TOKENS
(50 small tokens (1 point each) & 5 large tokens (6 points each)

LIFE CYCLE

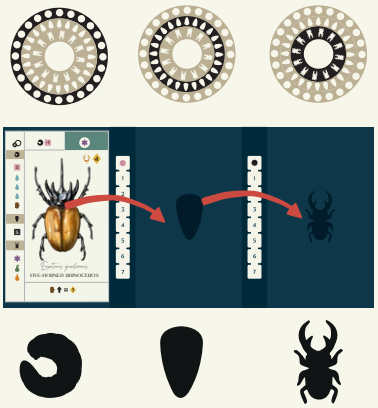


CARD ANATOMY

1. Egg cost
2. Grub requirements
3. Pupa requirements
4. Beetle requirements
5. Boon
6. Bonus resource
7. Trait marker
8. Points gained when played
9. Beetle illustration
10. Beetle scientific name
11. Beetle common name
12. End game card objective

CARDS, MATS, TOKENS & BOARD

Each stage of the beetle life cycle is represented by the sections on the card mat and concentric circles on the board. Beetle cards move from left to right (not up or down) on the card mat and grub/pupa/beetle tokens move from the outer rings to the inner rings on the board. You can have multiple cards in play but only one per section.



RESOURCES

Eggs · Wood · Water · Sap · Fruit · Nectar · 5 Grub aging · 5 Pupa aging

REQUIREMENTS FOR EACH STAGE

To move up to the next level of a beetle's life cycle you need to have the right resources first:

: 5

GRUBS
In nature grubs primarily eat dead **wood** as they develop underground and they also need **water** to survive. They need **time** to grow and become strong enough for their next stage in life.

: 5

PUPAE
Grubs undergo complete metamorphosis when they go through the pupation stage of their life cycle. They only need **time** to develop into their final form.

:

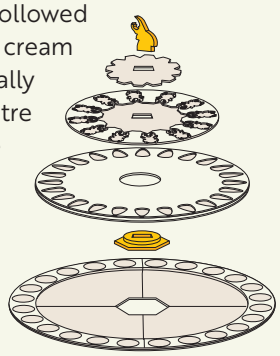
BEETLES
Beetles eat a combination of tree **sap, fruit** and **nectar**. A well fed and strong beetle will look to procreate and evolve as a species.

TOP TIP: Its good practice to place your resources on top of cards to help you keep track of what is required!

SETUP

GAME BOARD

Assemble the main board to create four concentric rings. Attach the four quarters to make the largest circle and place the alignment hex in the middle. Then stack the middle navy circle on top, followed by the smaller cream circle, then finally the yellow centre circle ❶. Make sure the pupa slots and the circle grub slots are aligned. Finally align the rectangle holes in the middle and insert the beetle centre piece. This will help the board rotate and stay aligned.



POINT TOKENS AND PUPA TRAIT TOKENS

Firstly place 5 large point tokens in the centre of the board. Then fill up all the bonus token slots in front of each beetle slot in the middle of the board ❷. Place the pupa trait tokens in a random order into the slots on the second navy ring ❸.

ACTION TILES & ACTION MATS

Place your action mat in front of you and your action tiles to one side ❹. Make sure your action tiles are all on player colour side and the right way up with the coloured pips at the bottom.

CARD MATS

Place your two card mats in two rows directly next to or below your action mat ❺. Then place the corresponding grub, pupa, and beetle tokens on each section ❻. Place a pink tracker cube in the top-left age tracker slot (marked with a pink dot) on each card mat ❼. Do the same with your black cubes on top-right tracker slots (marked with a black dot) ❽.

STARTING CARDS

Shuffle the starting cards (pink back) and deal one to each player ❾. Then return the rest to the box.

CARDS

Shuffle the remaining beetle cards, deal two to each player ❿ and then place the rest of the cards in a face down deck.⓫.

STARTING RESOURCES

Each player starts with 2 wood, 2 water, and 10 egg tokens ⓬. Keep all the other resource tokens nearby in a shared supply ⓭.

OBJECTIVE CARDS

Shuffle the objective cards and deal out one to each player ⓮. Then return the rest back to the box. Players may view their card but must keep it hidden until the end of the game.

SHOWDOWN TOKENS

Give each player one showdown token ⓯ and keep it next to your action/ card mats.

TRAIT TRACKER

Place the trait tracker next to the main board ⓰. If you are playing with 3 or 4 players use the 3+ player side, or for a solo or 2-player game flip over and use the reverse. Then place one of your coloured tracker cubes at the bottom of each trait track. Lastly tuck the conflict hierarchy card at the top of the trait tracker and place a coloured cube from each player into the slots at the top of this card in a random order ⓱.

READY TO PLAY!

You are now ready to begin play. Please see the "first round" section on the next page.

Three player set up

TURN ORDER

STAG is a little different to traditional turn-taking board games as most of the play happens simultaneously. Every round happens in the following stages:

ROTATE BOARD
(skip in round 1)

PLACE TILES

PERFORM ACTIONS

COLLECT RESOURCES

FLIP FED BEETLES

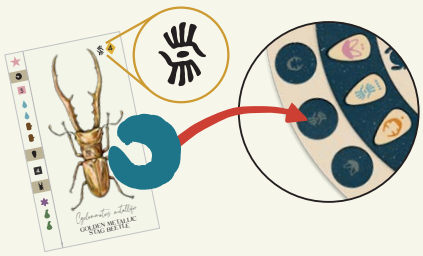
CHECK FOR SHOWDOWN

FIRST ROUND

The first round is a little different because of the starting cards with the pink backs:

GRUB PLACEMENT

Players remove one of their grub tokens from their player mat and replace it with their starting card. Then place the grub token on the outer circle on the main board. The grub must be placed on a space that has a matching symbol to that of the one on the top right of the card.



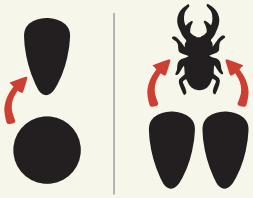
Then choose one of your cards in your hand, pay the egg cost and place on your second card mat and place the grub token on the board, again matching the trait symbol. You should have two grubs starting on the board.

NO BOARD ROTATION

In the first round of the game, skip **ROTATE BOARD**, and continue to the **PLACE TILE** stage.

ROTATE BOARD

At the beginning of each round (except the first) the middle navy blue section of the board is rotated clockwise round one space - the other rings stay put. The pupa trait tokens line up with the circles on the outer ring. So "one space" is moving along to line up with the next circle. To rotate the board, it's best to hold onto the beetle centrepiece and with your other hand rotate the middle navy section. This helps everything stay in place.



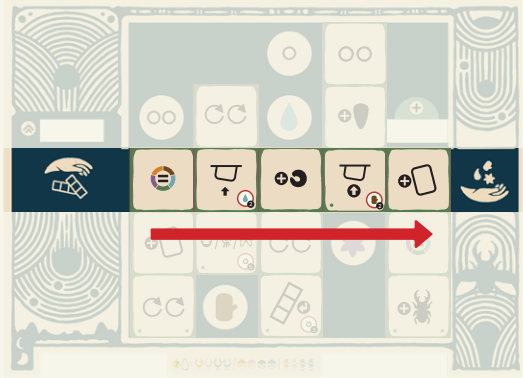
Each grub slot has its own pupa slot to move into. But there is only one beetle slot for every two pupa slots. So if a beetle token is already on the board your pupa cannot move into the next level of the board to become a beetle.

PLACE TILES

At the same time, each player places **all** their action tiles on their action mats. One tile per column, in any order, with no overlapping. Each action tile displays 3 different actions. The actions you want to perform must be placed along the coloured strip in the middle of your action mat. The actions will be resolved from left to right. Be sure to keep the action tiles the right way up. The coloured pips (or red circles) indicate the bottom of the tile.

PERFORM ACTIONS

Once every player has placed their action tiles, everyone must agree that they are set and ready. Action tiles cannot be rearranged once players have started taking actions. Then, at the same time, all players perform their five actions moving from left to right. (See details on all actions Pg. 7)



> ****FIRST TIME PLAYING STAG****
> If this is your first time playing, it is recommended that, at least for the first couple of rounds, players do their actions one by one so everyone can see and learn the actions. Once you get the hang of it players can do their actions at their own pace.

COLLECT RESOURCES

Once everyone has completed their actions, all players collect their resources. The resources you receive are the ones uncovered by your action tiles that are visible on your action mat.

In this example, the player collects 3 eggs, 1 water, 1 wood and 1 nectar.

There is a limit to how many resources you can hold onto: you can have a maximum of 15 eggs and 10 for each other resource (fruit, sap, nectar, water, and wood).

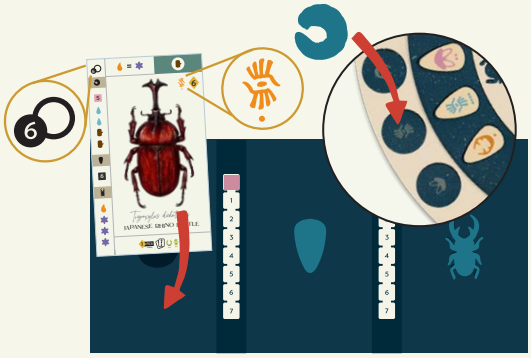
ACTIONS

All the actions you can perform are displayed on your action tiles. You must carefully plan what actions to take and in what order. Here are the actions:

(hand → grub)

GROW GRUB

To grow a grub you choose a beetle card from your hand and pay the **egg** cost (return the eggs to the supply). Then replace your grub token with your beetle card on your card mat. Next place your grub token on the outer ring of the board on a slot that matches the trait symbol on the beetle card.

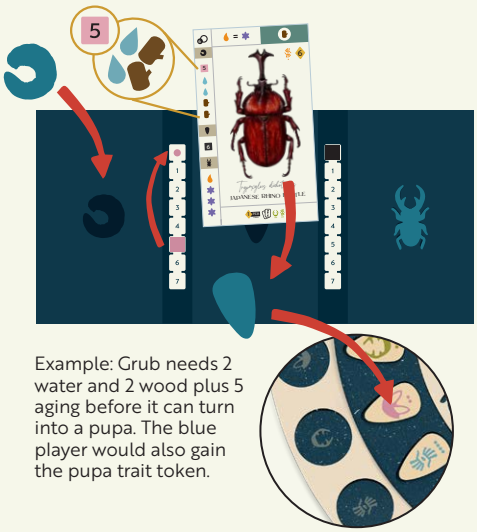


Example: To grow this grub you need 6 eggs.

(grub → pupa)

GROW PUPA

If there is already another pupa token (including your own) in the way you cannot perform this action. To grow a pupa you must have met the grub's requirements. Firstly, pay the **wood/water** resources back to the supply and reset your pink aging cube to zero. Then move your pupa token, from the card mat (next to the beetle card you're growing) to the pupa space that is next to your grub token, on the navy circle. If you're the first player to use that slot there will be a pupa trait token present. Remove it from the board, place it next to your action mat and gain any bonuses (see 'pupa trait tokens' (Pg. 12). Then remove your grub token and place it back on your card mat while moving your beetle card along to the next section on the card mat.

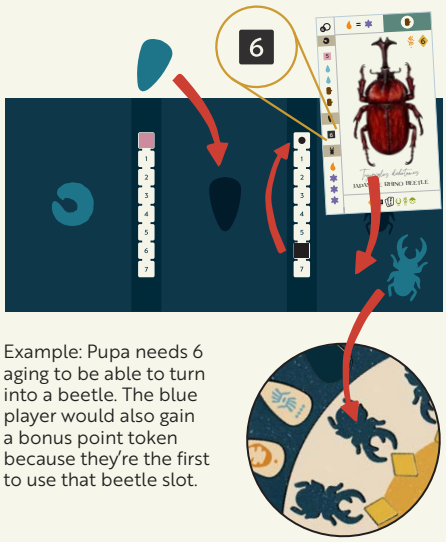


Example: Grub needs 2 water and 2 wood plus 5 aging before it can turn into a pupa. The blue player would also gain the pupa trait token.

(pupa → beetle)

GROW BEETLE

If there is already another beetle token (including your own) in the way you cannot perform this action. To grow a beetle you must have already aged the pupa the required amount. Firstly, reset your black aging cube to zero. Then take your beetle token from the card mat to the right of your beetle card. Place it on the cream ring, on the beetle slot that is next to where your pupa token is. If you are the first beetle placed in that slot you gain the bonus point token from the slot on the board. Then remove your pupa token from the board and place it back on the card mat while moving the beetle card along to the next section on the card mat.



Example: Pupa needs 6 aging to be able to turn into a beetle. The blue player would also gain a bonus point token because they're the first to use that beetle slot.

PICK UP A CARD

Pick up a card from the face down deck and add it to your hand. There is a 5 card hand limit (not including objective cards). Discard any cards over your limit and place them on the bottom of the deck before moving on.

UPGRADED ACTION:

Gain 2 cards

GAIN EGGS

Gain eggs from the supply. You gain one egg per egg symbol shown. So in the example to the left - you gain two eggs.

UPGRADED ACTION:

Gain 3 eggs

AGE GRUB/PUPA

Move your pink or black tracker cubes down one space per age symbol shown. You can use your aging between different grubs or pupae. But you cannot "pre" age an empty section of a card mat, it must already have a beetle card in play.

UPGRADED ACTION:

Age grub/pupa 3 spaces

EXCHANGE RESOURCE

You may exchange one for one of any coloured resource. Eggs and aging are not included. Only wood/water/sap/fruit/nectar.

UPGRADED ACTION:

Exchange 2 resources

ACTIONS WITH COSTS

Any action marked with a red circle has a cost. You must pay whatever is shown inside the circle to perform it.

MOVE UP THE TRAIT TRACK

Move one of your trait tracker cubes up one space on either the mandibles, colouring or wingspan tracks.

Example shown - Cost: 5 eggs

UPGRADE TILE

Flip over one of your action tiles to the upgraded golden side. This tile will be kept upgraded for the rest of the game. You can upgrade a tile and perform the upgraded version on the same turn.

Example shown - Cost: 3 eggs

TUCK A CARD

Tuck a card from your hand under one of the two slots on your action mat.
Example shown - Cost: 2 wood

The left slot gives you an ongoing **boon** for the rest of the game.

The right slot gives you a bonus **resource** that's displayed on the card, if visible during the 'collect resource' stage.

You can replace a tucked card, but the old one is returned to the bottom of the deck.

BOON GLOSSARY

- Use water for wood and wood for water*
- Use nectar for fruit and fruit for nectar*
- Use sap for fruit and fruit for sap*
- Use sap for nectar and nectar for sap*
- All grubs require one less aging
- All pupae require one less aging
- All grubs cost one less egg
- An extra card every time you gain a card

* Also applicable to end game card objectives

SHOWDOWN

FLIP FED BEETLES

First, all players check whether any of their beetles meet the food requirements. If so, pay the cost and flip the beetle token (showing) to show it's fed. If you have the food resources available for your beetle you **must** pay the cost and flip your beetle.

CHECK CONDITIONS:

LONE BEETLE BONUS
When checking for a showdown, if there's **only one beetle** (fed or unfed) token on the board, that player gains a bonus: move up **one space** on any trait tracker track (/ /). As there is only one beetle there is no showdown - begin the next round.

FED & UNFED BEETLES
If only one player has any fed beetles on the board, that player gains a bonus: move up one space on any trait tracker track (/ /) for each fed beetle they have. Only **two or more fed beetles** from different players can move to the centre of the board so there is no showdown - begin the next round.

TWO FED BEETLES
If two or more players have a fed beetle token on the board they move **one** of their beetles to the centre of the board and have a **showdown** (see details below). No trait bonuses are gained if a showdown occurs .

SHOWDOWN

The beetles have gone through their long and arduous process and they now reach the apex of their journey. Players now decide whether they want to FIGHT or FORAGE. For each showdown there are six extra points up for grabs. Using their showdown tokens, players simultaneously reveal the fate of the showdown!

If **all players** decide to **FORAGE** there is a **mutually beneficial** outcome - the points are split, traits are gained and everyone is happy. But if just **one player** chooses **FIGHT** they **take all the points** for themselves - but it's not all bad as all the beetles gain traits. If **two or more** players decide to choose **FIGHT** then it **ends very badly** for them as their beetle card gets discarded along with the bonus points and they lose a trait too!

ORDER:

1. Players involved in the showdown move their beetle token to the centre of the board

2. Players remove their beetle card from their card mat and place it next to or on top of the board so all the players can see what's on the line!

3. Players secretly choose fight or forage to influence the showdown. Before revealing, anything goes. Players can bluff, declare their intentions, interrogate, or just keep quiet. Then, at the same time, players reveal their tokens!

5. Once players have revealed, check the showdown player aid or the next page for detailed gains/ losses depending on the outcome.

6. Each showdown removes a large point token from the centre. It's either exchanged into singles or taken by one player.

FIGHT: FORAGE:

OUTCOME:

GAIN ONE TRAIT

6 GAIN POINTS

GAIN TWO TRAITS

LOSE ONE TRAIT

POINTS DISCARDED

LOSE BEETLE CARD

GAIN TWO TRAITS

6 SPLIT POINTS (3 EACH)

OUTCOME:

GAIN ONE TRAIT 6 GAIN POINTS

GAIN TWO TRAITS

GAIN TWO TRAITS

LOSE ONE TRAIT

POINTS DISCARDED

LOSE BEETLE CARD

LOSE ONE TRAIT

POINTS DISCARDED

LOSE BEETLE CARD

GAIN TWO TRAITS

6 SPLIT POINTS (2 EACH)

FOUR WAY

If all four players reach a showdown then it actually splits into two separate showdowns. To decide who faces who, look at the current player positions on the hierarchy card - first and last will showdown together and then the two middle players. If there is a four way showdown and there is only one large point token left there would still be two showdowns. But single point tokens from the supply would be gained for the extra showdown.

AFTER A SHOWDOWN

All beetle tokens are returned to their card mats. Beetle cards that survive are tucked under one of your card mats to keep them safe (but still visible) for end-game scoring.

SPLITTING POINTS

The large 6 point token is returned to the box after a showdown if the players foraged and split the points.

GAINING TRAITS

When players gain their traits they usually move their trait tracker cubes up simultaneously. If players need to resolve the order in which they gain traits, see page 13.

ONE BEETLE PER SHOWDOWN

If you have been efficient enough you might find yourself with two beetles that are fed and ready to enter a showdown. But you can only choose one beetle per showdown and you cannot have a showdown with yourself. The remaining beetle will stay put until the next round and no bonus traits will be gained.

TRAIT TRACKER

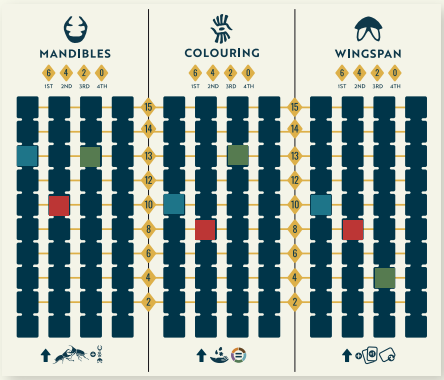
The trait tracker represents the evolutionary traits that your beetles will pass onto the next generation. It's also another way to gain points! The three traits on the tracker are:

Mandibles
Colouring
Wingspan

Trait symbols also act as suits on cards and boards. Your markers start at the bottom—aiming to climb each track by using the trait tracker action, collecting pupa tokens, or through showdowns. The trait tracker has two sides: use the front for 3–4 players, and the reverse for 2-player games.

SCORING POINTS

You can score points on the trait tracker in two ways. First, by ranking **highest** on each individual track: 1st place earns 6 points, 2nd gets 4, and 3rd gets 2. If players tie, they all drop down to the next points tier, which can also push others down to the next tier. Second, you'll earn the bonus points shown at the side of the track based on your **lowest** rank across all three tracks.



Example:
Mandibles Track
Blue: 4 points, Red: 2 points, Green: 4 points
Blue and Green are tied for 1st, so they both drop to 2nd tier (4 points). This bumps Red down to 3rd tier (2 points).
Colouring Track
Blue: 4 points, Red: 2 points, Green: 6 points
Wingspan
Blue: 6 points, Red: 4 points, Green: 2 points
Collective - lowest cube position
Blue: 10 points, Red: 8 points, Green: 4 points
Total
Blue: 24 points, Red: 16 points, Green: 16 points

TRAIT TRACKER BOONS

At the **start of a showdown** if you are in highest position on the mandibles track you gain a boon:

If you choose to FIGHT in a showdown you always gain one trait regardless of the outcome. So if you and another player both choose FIGHT, you wouldn't lose a trait and if you're the only player to choose FIGHT you'd gain two. If players are tied in the highest position then nobody gets the boon.

At the **start of the collect resources** stage if you are in highest position on the colouring track you gain a boon:

Once per turn, during the 'gain resource' stage, you may swap one of your resources gained for another type (not including eggs). If players are tied in the highest position then nobody gets the boon.

At the **start of the perform actions** stage if you are in highest position on the wingspan track you gain a boon for that round:

Whenever you gain a card you draw two, keep one and return the other to the bottom of the deck. If players are tied in the highest position (At the start of the perform actions stage) then no body gets the boon.

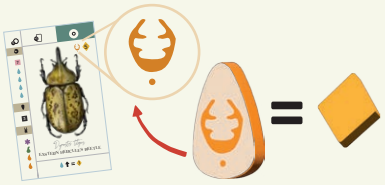
- If you play the 'pick up two cards' upgraded action you'd pick 4 cards and return 2.

- Remember the 5 card limit! You can gain more than 5 cards but must discard down to 5 once you've chosen which cards to keep.

PUPA TRAIT TOKENS

MOVING UP THE TRAIT TRACK

When you place your pupa token on the navy ring and take a pupa trait token (if available) you immediately move your tracker cube up one space on the matching **trait track**. For example, a token with a lets you move up on the mandibles track. Be sure to keep the pupa trait tokens you gain.



TRAIT MARKER BONUS

For an **extra bonus**, if the pupa trait token you pick up matches exactly (both colour and symbol) to the one shown on your beetle card that you've just made into a pupa you instantly gain one point token from the supply.

The coloured pips under the trait markers are for anyone with colour vision deficiency (colour blindness) to help differentiate between the colours.

Orange (1 pip)
Pink (2 pip)
Green (3 pip)
Blue (4 pip)

SET OBJECTIVES

UNIVERSAL OBJECTIVE

Each player's action mat includes an objective to collect a full, four-of-a-kind, coloured set of pupa trait tokens — that's one of each colour for a single trait. You'll gain eight points if you achieve it.

PERSONAL OBJECTIVE

Each player has a personal objective card (green back). The card shows three pupa trait tokens in a specific colour. By the end of the game If you managed to gain the tokens that match your card you earn six points.

Pupa trait tokens can count towards both your universal and personal objectives. Some fun beetle facts are also shown on the personal objective cards.

TUCKED CARD OBJECTIVES

Tucked cards under your action mats will display end game objectives that can get you some extra points. There are three main types of objectives. They revolve around either resources, the trait tracker or your played cards.

Have the most of the specified resource at the end of the game. Either eggs, wood, water, sap, fruit or nectar. Any applicable tucked card boons also count (see Pg. 8)

Be the **highest** (no ties) on the specified trait track.

Be the **lowest** (no ties) on the specified trait track.

One point per any played card (either on card mats or survived showdown) that shows the specified trait markers (max. 3 points).

PLACEMENT CONFLICTS

There are some situations where a conflict of placement could occur between players. These rare occurrences are resolved using the hierarchy card tucked under the top of the trait tracker.

PLACING A GRUB

Two or more players perform the "Grow grub" action on the same turn and they want to place their grub in the same slot.

PLACING A BEETLE

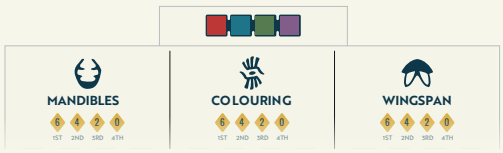
Two players perform the "Grow beetle" action on the same turn and they want to place their beetle in the same slot.

MOVING UP THE TRAIT TRACK

Several players gain traits (through an action or a showdown) and there is an issue on who goes first.

RESOLUTION

The player who is in left most position on the hierarchy card will place their grub/beetle or gain their traits first. Then, the player moves their cube to the last hierarchy position (rightmost) and all other players move up. If traits are gained the players gain all their traits in one go before moving onto the next player.



Example:
Red, Green and Purple all choose to forage in a showdown.
They all gain 2 traits each. The players resolve their traits one by one.

Red gains their 2 traits and then moves to the end of the track.

Green is next - they gain their 2 traits and then move to the end of the track.

Lastly Purple gain their 2 traits and then move to the end of the track.

GAME END

The game ends right after the last showdown has concluded and all the large point tokens have gone. Players then count up all their points (use the score sheet or list below) and the player with the highest points total is the beguiling beetle boss - all bow down to their long and impressive mandibles, shiny and seductive colouring and expansive wingspan. A true beauty!

WHAT IF THERE IS A TIE?

The player with the most played beetle cards wins. If still tied, the player highest on the hierarchy card gets it.

GAME LENGTH VARIATION

For a longer or shorter game duration add/remove the number of large point tokens in the centre of the board resulting in the amount of showdowns.
Short game: 4 showdowns
Normal game: 5 showdowns
Long game: 6 showdowns

SCORE SHEET KEY

- Player name
- Played cards (on card mats or survived showdown)
- Objectives (pupa trait token sets and tucked cards)
- Lowest ranking across all three trait tracks
- Mandibles tracker ranking
- Colouring tracker ranking
- Wingspan tracker ranking
- Point tokens
- Total

SOLO

In STAG solo mode you will be playing against 3 other Automaton players who will be combined to become 1 main opponent.

SETUP

Set up as a standard game but with the following changes:

Only set up your action mat and card mats (in this example: red player) ❶.

Line up the other grub, pupa and beetle tokens and place to one side ❷. Arrange in colour order.

Use the 2 player side of the trait tracker ❸ Place your tracker cubes and 3 pink cubes, for the Automaton (A) ❹ at the bottom of the track.

Boons for being the highest position on the trackers don't apply to the solo mode.

Put 3 tracker cubes from each colour into a opaque bag to be ready to be drawn from ❺. There should be 3 cubes per A opponent (9 in total).

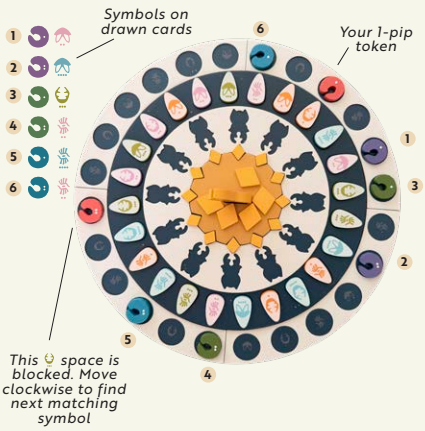
Place the A player aids next to your action mat ❻.

Place 2 pink cubes and 6 black cubes to one side - these will be used in showdowns ❼.

INITIAL GRUB PLACEMENT

Place your two grubs on the board as normal (see Pg. 4).

Then place the A's 6 grubs on the board in the order shown during setup (in this example: purple, green & then blue). For each grub, draw a beetle card and place the grub at the closest (clockwise) pupa trait token that matches the card's symbol - starting from your 1-pip grub. If that token is blocked, continue clockwise to the next matching token. Once placed return the card to the bottom of the deck, then repeat the process for the remaining grubs, beginning each search from the last placed grub.



TURN ORDER

The A adds a new stage in the turn order which happens after you collect your resources and before checking for a showdown - 'Automaton Draw'. Use the player aid during play as an easy reminder.

AUTOMATON DRAW

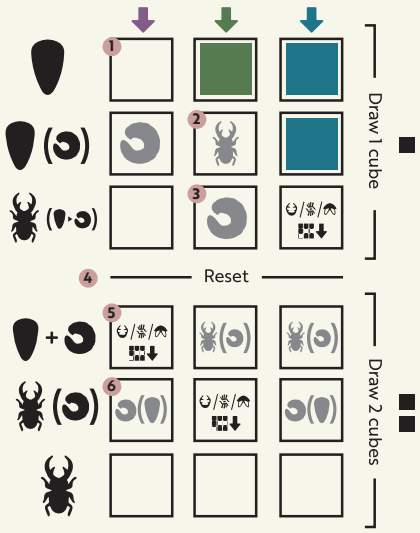
On the 'Automaton Draw' stage a single cube is drawn from the bag, then placed onto the A card which triggers different actions and token placements. Assign a column for each colour on the player aid. Use the order determined in set up (in the example shown its: purple, green and blue).

Each row shows the token to place; if it can't be placed, place the token in brackets instead. Tokens should always be added/upgraded in order (1 pip then 2 pip). Secondary actions are also triggered if a cube covers an icon within the square.

In the draw example 1 green and 2 blue cubes have already been drawn, then...

❶ The A draws a purple cube and places a purple pupa on the board and returns the grub to supply. If the 1 pip pupa is already on the board the A would use the 2 pip grub to upgrade instead. If a pupa trait token is gained be sure to move up the A on the matching trait tracker.

Draw example:



❷ The A places a green pupa as it's primary action and as the secondary action it places a beetle to the board. If there are both 1 and 2 pip pupae on the board upgrade the 1 pip to a beetle token first. If the A is the first beetle placed in that slot the A gains the bonus point token from the slot on the board. Be sure to return the pupa back to supply when upgrading to a beetle.

❸ The A places a green beetle if there are no pupa available to upgrade to a beetle add a pupa instead (and if not possible, a grub). The secondary action is to place a new grub.

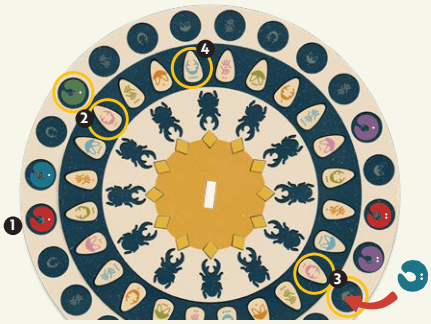
❹ After the 9th cube is placed, return all cubes to the bag. From this point on, during the 'Automaton Draw' stage you draw 2 cubes and resolve them one at a time (place the first cube, resolve its actions fully, then place the second cube and resolve).

❺ The A places a purple pupa **and** a new grub (in any order). The secondary action is to move up the A 's lowest trait tracker cube. If they are all equal then draw a beetle card to determine trait and return to the bottom of the deck. The second cube drawn is also a purple cube, ❻ the A , as a primary action, places a beetle and if not possible, places a grub. Then as the secondary action places a grub and if not possible place a pupa.

GRUB PLACEMENT

When the A places a grub, draw a beetle card. Starting from your 1-pip grub, move clockwise to the nearest pupa trait token that matches the card's symbol and place the grub next to it. If your 1-pip grub is not on the board, start from your 2-pip grub instead (if neither available then the A 's grub).

If blocked by another grub, continue clockwise to the next matching token. If no pupa trait token matches the card's symbol exactly (colour and symbol), place next to the nearest token with just the same symbol (any colour). If none exist, draw a new card. Once resolved - return the card to the bottom of the deck.



Example:
The A is placing a blue (2 pip) grub and draws a card showing . Starting from your 1-pip grub ❶, move clockwise around the board to the matching pupa trait token. This grub space is blocked ❷. Continue clockwise to the next matching token and place there ❸.
If no matching symbols are available, place the grub next to the nearest available mandibles symbol ❹ clockwise from your grub.

GAINING TRAITS

When the A adds a pupa and picks up a pupa trait token then move their pink cube on the trait tracker up on the matching track.

Keep the A 's pupa trait tokens next to their player token supply. Similarly, if the A picks up a point token when they move into beetle space, place that token next to the A 's player token supply.

When the A gains or loses a trait through a showdown or a lone beetle bonus, which track it moves up/down on is determined by drawing a beetle card and moving up on the matching trait displayed on the card. Then return the card to the bottom of the deck. Do this for each trait gained.

BEETLES

A 's beetles are considered fed as soon as they are placed on the board - so flip them over to show the fed symbol. When checking for a showdown if the A 's beetle gains a trait for being a lone beetle the A draws a beetle card to determine which trait and return to the bottom of the deck

SHOWDOWN

Firstly, choose to fight or forage and place your token to show your choice.

For each A beetle opponent in the showdown add 3 black cubes and 1 pink cube into an opaque bag. Blindly draw 1 cube per beetle opponent from the bag to determine the A 's decision.
Black = forage. Pink = fight. Check the player aid for showdown outcomes.
The A always gains/loses their traits first. A showdown can occur between A beetles without involving you. It's not all about you jeeeez.

Three way showdown - The A opponents are viewed as one when the A receives a FIGHT showdown outcome. So if a single pink cube is drawn in a three way showdown and you have foraged, the A gains the points and one trait. If more than one FIGHT outcome is revealed the points are discarded and the A only loses one trait.

If only black cubes are drawn in a three way, and you also foraged, the A would receive their split of the points (4 points in total) but would only gain two traits.

SOLO GAME END & SCORING

After all the large point tokens from the board have been won or split the game ends. Add up all your points as normal and see which tier you find yourself in:

>50	Participation Award
>60	Bronze
>70	Silver
>80	Gold
>85	Master
>95	STAG LORD

Any tucked missions that relate to having the most of a specific resource at the end of the game will need to have 9 or more of the resource to be successful.

BOON KEY

= Use water for wood and wood for water

= Use nectar for fruit and fruit for nectar

= Use sap for fruit and fruit for sap

= Use sap for nectar and nectar for sap

-1 All grubs require one less aging

-1 All pupae require one less aging

All grubs cost one less egg

An extra card every time you gain a card

TRAIT TRACKER BOON KEY

If you FIGHT in a showdown you always gain one trait.

Once per turn, during the 'gain resource' phase, you may swap one resource for another (not including eggs).

When you gain a card draw two. Keep one and return the other to the bottom of the deck.

OBJECTIVE KEY

UNIVERSAL OBJECTIVES
four of a kind, set of pupa trait tokens.

PERSONAL OBJECTIVES
Three traits in a specific colour shown on your personal objective card.

TUCKED CARD OBJECTIVES
Tucked cards under your action mats will display end game objectives that earn you extra points.

One point per any played card showing the specified trait markers (max. 3 points).

Have the **most** of the specified resource at the end of the game. Any applicable tucked card boons also count (see Pg. 8).

Be the **highest** (no ties) on the specified trait track.

Be the **lowest** (no ties) on the specified trait track.

WHY BEETLES?

Beetles (Coleoptera) are an incredibly successful animal, they are literally everywhere! There are over 400,000 described species of beetles, making them the largest order of insects - roughly 40% of all insects. Not only that, they make up **25% of all known animal species**!

The success of beetles come down to a few things, one being their armoured wing-cases (elytra) that shield their bodies and flight wings so they can push into soil and dense vegetation giving them incredible adaptability in almost every single habitat. Also as flowering plants evolved, many beetles co-evolved with them and became highly specialised to feed on specific plants. This gave the beetles a diverse and plentiful food source.

This game focuses on two families in the beetle world - Lucanidae (Stag beetles) and Scarabaeidae (Scarab beetles) which hold some of the biggest and most impressive beetles.

FAQ

If there is no pupa trait token can you move into a empty pupa slot?
Yes, but you won't move up the trait tracker as you don't gain a pupa trait token.

Is there a hand limit?
Yes there is - 5 card hand limit. You CAN gain more than 5 cards but must discard down to 5 once you've chosen which cards to keep.

Is there a resource limit?
Yes, you can have a maximum of 15 eggs and 10 of each other resource.

Can I have multiple beetle cards on the go?
Yes, every space on the card mat can have a beetle card. But you cannot move your card along until a space has opened up.

Can I age multiple grubs and or pupa with the age action?
Yes, you can mix and match. But you cannot "pre age" a card mat. It must have a beetle card in play.

What are the dots on the pupa trait tokens?
Those are to help anyone with colour vision deficiency (colour blindness) to differentiate between the colours.

What happens during the showdown stage if both my beetle tokens are on the board and they are both fed?
If they are two of your fed beetles on the board then they'd get a bonus trait each. If there was another players fed beetle then a showdown would occur and you'd choose one of your beetles to enter the showdown. No trait bonuses are gained if a showdown occurs . You cannot enter two of your own beetles into a showdown.

What happens if there is a four way showdown - does that count as one or two showdowns?
It would count as two showdowns

What happens if there is a four way showdown and there is only one large point token left?
In this instance there would still be two showdowns. But single point tokens from the supply would be gained for the extra showdown.

What happens to the large point token if it is split between two or three players if they all FORAGE on a showdown?
The large point token is returned to the box and exchanged for single point tokens which are split evenly between players.

Do I have to perform an action?
No, you may skip an action if you choose.

I want an order for who picks up cards first. Can I use the hierarchy card?
Yes! Absolutely. The hierarchy card can be used whenever you come across situations like this. Even if it's just whose turn it is to make tea.

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